

AMENDMENT

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A method of transmitting information, the method causing a computing device to perform steps comprising:

encoding a plurality of frames as either high priority frames or low priority frames;

requesting permission to transmit high priority data;

encoding and buffering a high priority video frame at substantially the same time as requesting permission to transmit high priority data;

transmitting the high priority encoded video frame over the network as high priority data if permission to send high priority data was granted;

deleting the high priority encoded video frame from transmission if permission to send high priority data was not granted;

receiving information about loss of low priority frames by a network; and

if more than a threshold amount of low priority frames are being lost, encoding a gradually increasing amount of additional low priority frames as high priority frames, to yield additional high priority frames, until less than the threshold amount of low priority frames are being lost, wherein the additional high priority frames are low priority frames having a high priority level added after encoding.

2. (Previously Presented) The method of claim 1, wherein feedback is received from the network which comprises a response to a request for information on whether the network currently has available capacity to transmit additional high priority traffic.

3. (Previously Presented) The method of claim 1, wherein transmitting information further causes the computing device to perform steps comprising:

receiving a frame of video data to be encoded;

requesting permission to send high priority data over the network;

receiving a response to the request for permission to send high priority data; and

encoding and transmitting the frame as a high priority video-coded frame if permission was granted to send high priority data.

4. (Previously Presented) The method of claim 3, wherein transmitting information further causes the computing device to perform steps comprising encoding and transmitting the frame as a low priority frame if permission was not granted to send high priority data.

5. (Previously Presented) The method of claim 3, wherein transmitting information further causes the computing device to delete the video-coded frame from transmission if permission was not granted to send high priority data.

6. (Cancelled)

7. (Currently Amended) The method of claim 1, wherein transmitting information further causes the computing device to perform steps comprising:

encoding as high priority frames all video frames that are to be transmitted to yield coded frames;

for each of the coded frames:

requesting permission to send high priority data;
transmitting [[the]] a respective frame as a high priority frame if permission to transmit high priority data was granted; and
transmitting the respective frame as a low priority frame if permission to transmit high priority data was not granted.

8. (Previously Presented) The method of claim 7, wherein the high priority frames are transmitted over the network separately than the low priority frames, wherein the high priority frames are transmitted over the network using a guaranteed quality of service trunk, and wherein the low priority frames are transmitted over the network on a best-effort trunk.

9 - 23. (Cancelled)

24. (Currently Amended) A method of transmitting video-coded information from an encoder over a network, the method causing a computing device to perform steps comprising:

receiving information from the network on how much bandwidth is allocated to the encoder for high priority frames;

encoding a plurality of frames as either high priority frames or low priority frames according to a priority selection algorithm and based upon the received bandwidth information;

requesting permission to transmit high priority data;

encoding and buffering a high priority video frame at substantially the same time as
requesting permission to transmit high priority data;

transmitting the high priority encoded video frame over the network as high priority data
if permission to send high priority data was granted;

deleting the high priority encoded video frame from transmission if permission to send high priority data was not granted;

receiving information about loss of low priority frames by the network; and

if more than a threshold amount of low priority frames are being lost, encoding a gradually increasing amount of additional low priority frames as high priority frames ~~than is dictated by the algorithm~~, to yield additional high priority frames, until less than the threshold amount of low priority frames are being lost, wherein the additional high priority frames are low priority frames having a high priority level added after encoding.

25. (Original) The method of claim 24, wherein information about loss of low priority frames by the network is received as network feedback.

26. (Original) The method of claim 24, wherein information about loss of low priority frames by the network is received using Real Time Control Protocol.

27. (Currently Amended) A non-transitory computer-readable storage medium storing instructions which, when executed by a computing device, cause the computing device to transmit information, the instructions comprising:

encoding a plurality of frames as either high priority frames or low priority frames;

requesting permission to transmit high priority data;

encoding and buffering a high priority video frame at substantially the same time as requesting permission to transmit high priority data;

transmitting the high priority encoded video frame over the network as high priority data if permission to send high priority data was granted;

deleting the high priority encoded video frame from transmission if permission to send high priority data was not granted;

receiving information about loss of low priority frames by a network; and

if more than a threshold amount of low priority frames are being lost, encoding a gradually increasing amount of additional low priority frames as high priority frames, to yield additional high priority frames, until less than the threshold amount of low priority frames are being lost, wherein the additional high priority frames are low priority frames having a high priority level added after encoding.

28. (Currently Amended) The non-transitory computer-readable storage medium of claim 27, wherein feedback is received from the network which comprises a response to a request for information on whether the network currently has available capacity to transmit additional high priority traffic.

29. (Currently Amended) The non-transitory computer-readable storage medium of claim 27, wherein transmitting information further comprises:

receiving a frame of video data to be encoded;

requesting permission to send high priority data over the network;

receiving a response to the request for permission to send high priority data; and

encoding and transmitting the frame as a high priority video-coded frame if permission was granted to send high priority data.

30. (Currently Amended) The non-transitory computer-readable storage medium of claim 29, wherein transmitting information further comprises encoding and transmitting the frame as a low priority frame if permission was not granted to send high priority data.

31. (Currently Amended) The non-transitory computer-readable storage medium of claim 29, wherein transmitting information further comprises deleting the video-coded frame from transmission if permission was not granted to send high priority data.

32. (Cancelled)

33. (Currently Amended) The non-transitory computer-readable storage medium of claim 27, wherein transmitting information further comprises:

encoding as high priority frames all video frames that are to be transmitted to yield coded frames;

for each of the coded frames:

requesting permission to send high priority data;

transmitting [[the]] a respective coded frame as a high priority frame if permission to transmit high priority data was granted; and

transmitting the respective frame as a low priority frame if permission to transmit high priority data was not granted.

34. (Currently Amended) The non-transitory computer-readable storage medium of claim 33, wherein the high priority frames are transmitted over the network separately than the low priority frames, wherein the high priority frames are transmitted over the network using a guaranteed

quality of service trunk, and wherein the low priority frames are transmitted over the network on a best-effort trunk.

35. (Currently Amended) A computing device that transmits information, the computing device comprising:

a first module configured to encode that encodes a plurality of frames as either high priority frames or low priority frames;

a second module that requests permission to transmit high priority data;

a third module that encodes and buffers a high priority video frame at substantially the same time as requesting permission to transmit high priority data;

a fourth module that transmits the high priority encoded video frame over the network as high priority data if permission to send high priority data was granted;

a fifth module that deletes the high priority encoded video frame from transmission if permission to send high priority data was not granted;

a sixth module configured to receive that receives information about loss of low priority frames by a network; and

a seventh module configured to that, if more than a threshold amount of low priority frames are being lost, encode encodes a gradually increasing amount of additional low priority frames as high priority frames until less than the threshold amount of low priority frames are being lost, wherein the additional high priority frames are priority frames having a high priority level added after encoding.

36. (Previously Presented) The computing device of claim 35, wherein feedback is received from the network which comprises a response to a request for information on whether the network currently has available capacity to transmit additional high priority traffic.

37. (Currently Amended) The computing device of claim 35, further comprising a module ~~configured to that:~~

~~receive~~ receives a frame of video data to be encoded;

~~request~~ requests permission to send high priority data over the network;

~~receive~~ receives a response to the request for permission to send high priority data; and

~~encode~~ encodes and ~~transmitting~~ transmits the frame as a high priority video-coded frame if permission was granted to send high priority data.

38. (Currently Amended) The computing device of claim 37, wherein the computing device further comprises a module ~~configured to encode and transmit~~ that encodes and transmits the frame as a low priority frame if permission was not granted to send high priority data.

39. (Currently Amended) The computing device of claim 37, wherein the computing device further comprises a module ~~configured to delete~~ that deletes the video-coded frame from transmission if permission was not granted to send high priority data.

40. (Cancelled)

41. (Currently Amended) The computing device of claim 35, wherein the computing device further comprises a module ~~configured to that:~~

~~encode~~ encodes as high priority frames all video frames that are to be transmitted to yield
coded frames; and

for each of the coded frames:

~~request~~ requests permission to send high priority data;

~~transmit the~~ transmits a respective frame as a high priority frame if permission to
transmit high priority data was granted; and

~~transmit~~ transmits the respective frame as a low priority frame if permission to
transmit high priority data was not granted.

42. (Previously Presented) The computing device of claim 41, wherein the high priority frames are transmitted over the network separately than the low priority frames, wherein the high priority frames are transmitted over the network using a guaranteed quality of service trunk, and wherein the low priority frames are transmitted over the network on a best-effort trunk.